

The Online Learning Trail Game

How to Make the Game

What You'll Need

- Downloadable game files (found on the Monomyth Online website <http://monomythonline.com/>)
 - Cards - Course Support.pdf
 - Cards - Course Conundrums.pdf
 - Cards - Course Map.pdf
 - Card Back Labels.pdf
 - Class Roster.pdf
 - Game Instructions.pdf
- 14 sheets of cardstock in three different colors
 - 3 sheets of green cardstock (or another color of your choosing)
 - 4 sheets of red cardstock (or another color of your choosing)
 - 7 sheets of blue cardstock (or another color of your choosing)
- One six-sided die
- A printer
- (Optional) 2 sheets of mailing address labels - I used transparent Avery 8660 labels
- (Optional) A laminator
- (Optional) A dry erase marker

How to Assemble

Making the game is pretty simple and only involves some black and white printing and cutting:

1. Print the **Cards - Course Support.pdf** on the three sheets of **green cardstock**. Cut out all 27 cards and set aside.
2. Print the **Cards - Course Conundrums.pdf** on the three sheets of **red cardstock**. Cut out all 32 cards and set aside.
3. Print the **Cards - Course Map.pdf** on the three sheets of **blue cardstock**. Cut out all 58 cards and set aside.
4. Print out the **Card Back Labels.pdf** on 4 sheets of label paper. Stick the Course Support labels on the 27 green cards. Stick the Course Conundrum labels on the 32 red cards. Stick the Course Map labels on the 58 blue cards.
5. Print out the **Class Roster.pdf** file on one sheet of paper, double-sided. You can laminate this card if you would like to reuse it. Otherwise, you will need to print this sheet each time you play the game.
6. Print the **Game Instructions.pdf**.

Remixing the Game

Changing the Graphics

The illustrations on the cards were downloaded from **Flaticon.com** (<https://www.flaticon.com/>), a collection of free vector icons of all sorts of types and themes. You can easily modify the graphics on the cards by downloading the Illustrator files found on the **Monomyth Online website** (<http://monomythonline.com/>).

Changing the Theme

This game was inspired by the gameplay format of **The Oregon Trail Card Game** created by Pressman Toy Corporation (<https://www.pressmantoy.com/oregontrail/>). The card game pulled elements from the classic video game, and highlights the best of co-op gaming and problem-solving under pressure. In making the Online Learning Trail Game, I mapped the cards from The Oregon Trail Card Game to common issues within online courses. If you'd like to customize the game based on a different use case or set of scenarios, feel free to use the values listed below as a guide:

Card Type	Card Name	#	Instructions	Paired Card
Course Conundrum	LMS Inaccessible (Dead Oxen)	2	The LMS is inaccessible! Play one IT Support Card to continue. One round of play without an IT Support card and everyone is removed from the course.	IT Support (Oxen)
Course Conundrum	Spotty Internet (Inadequate Grass)	2	The internet is spotty! If two Spotty Internet cards are face up, then the LMS is Inaccessible. One round of play without an IT Support Card and everyone is removed from the course.	IT Support (Oxen)
Course Conundrum	No Assignment Instructions (Broken Tongue)	2	You can't find assignment instructions anywhere in the course! Roll a 4, 5 or 6 to find them. Roll a 1, 2 or 3 and 1 Faculty Support Card must be played to get the assignment instructions. One round of play without instructions and everyone is removed from the course.	Faculty Support (Spare Parts)
Course Conundrum	No Instructor Feedback (Broken Axle)	2	You can't find feedback on your last assignment! Roll a 4, 5 or 6 to receive feedback. Roll a 1, 2 or 3 and 1 Faculty Support Card must be played to receive feedback. One round of play without instructor feedback and everyone is removed from the course.	Faculty Support (Spare Parts)
Course Conundrum	Discussion Board Off Topic (Broken Wheel)	2	The discussion board has gone off the rails! Roll a 4, 5 or 6 to receive feedback. Roll a 1, 2 or 3 and 1 Faculty Support Card must be played to receive feedback. One round of play without instructor feedback and everyone is removed from the course.	Faculty Support (Spare Parts)

Course Conundrum	Course Misalignment (Extreme Cold)	2	The assignments in the course don't correlate in any way to the intended outcomes. Play 1 Alignment card. One round of play without an Alignment Card and you have been removed from the course.	Alignment (Clothing)
Course Conundrum	Inaccessible PDFs (Bad Water)	2	The various documents in the course are poor scans from a textbook! Play a Universal Design for Learning Card to make them accessible. If two Inaccessible PDF cards are collected, then the LMS is Inaccessible. One round of play without an IT Support card and everyone is removed from the course.	Universal Design for Learning (Water)
Course Conundrum	Student Interaction (Food)	2	If you have a Learning Community card, trade it for this Student Interaction card. Otherwise, discard if you do not.	Learning Community (Bullets)
Course Conundrum	Out Sick (Broken Arm)	2	You are out sick and miss class. Sit out for two rounds.	[n/a]
Course Conundrum	No Student Interaction (Starvation)	2	You are all on your own in the course, with no student interaction whatsoever! Connect with your students by playing 1 Student Interaction card. Two rounds of play without a Student Interaction card and you have been removed from the course.	Student Interaction (Food)
Course Conundrum	Chaotic Course Design (Measles)	2	The course design is impossible to follow! Lose 1 turn unless you or a classmate plays 1 Instructional Design Support card. If another Chaotic Course Design card is drawn, you have been removed from the course.	Instructional Design Support (Medicine)
Course Conundrum	Missed Assignment (Thief)	2	Your work accidentally doesn't save and you miss turning in an assignment! Discard one of your Course Support cards .	[n/a]
Course Conundrum	No Course Content (Cholera)	2	The course doesn't have any learning content or assignments loaded into the LMS. 2 Instructional Design Support cards will fix the issue. If another player draws a Missing Course Content card before two Instructional Design Support cards are played, you are removed from the course.	Instructional Design Support (2 Medicine)
Course Conundrum	Lectures and Technology Inaccessible (Typhoid)	2	The course videos and lectures are missing captions, and there is no support for the instructional technology used in the course! Play 1 Universal Design for Learning Card and 1 Instructional Design Support Card to have this fixed. One round of play without these two cards and you have been removed from the course.	Universal Design for Learning and Instructional Design Support (1 Clean Water and 1 Medicine)

Course Conundrum	Dropped the Course (Snake Bite)	2	The course was a hot mess from day one and you dropped the class. You have been removed from the course.	[n/a]
Course Conundrum	Never Logged In Again (Dysentary)	2	The course was so confusing, you never bothered logging into the LMS again. You have been removed from the course.	[n/a]
Course Support Cards	IT Support (Oxen)	3		
Course Support Cards	Faculty Support (Spare Parts)	4		
Course Support Cards	Alignment (Clothes)	2		
Course Support Cards	Learning Community (Bullets)	3		
Course Support Cards	Instructional Design Support (Medicine)	6		
Course Support Cards	Student Interaction (Food)	3		
Course Support Cards	Universal Design for Learning (Clean Water)	5		
Course Map Cards	Start the Course	1		
Course Map Cards	Complete the Course	1		
Course Map Cards	Design Team Card	2		
Course Map Cards	Design Department Card	2		
Course Map Cards	Plain L-R	2		
Course Map Cards	Plain R-L	2		
Course Map Cards	Plain M-M	3		

Course Map Cards	Plain R-R	1		
Course Map Cards	Conundrum R-L	3		
Course Map Cards	Conundrum M-L	5		
Course Map Cards	Conundrum M-M	3		
Course Map Cards	Conundrum R-R	5		
Course Map Cards	Conundrum L-R	4		
Course Map Cards	Conundrum M-R	4		
Course Map Cards	Unit/Removed - L-R	1		
Course Map Cards	Unit/Removed - M-L	1		
Course Map Cards	Unit/Removed - M-M	1		
Course Map Cards	Unit/Faculty - L-R	2		
Course Map Cards	Unit/Faculty - M-R	3		
Course Map Cards	Unit/Faculty - M-L	4		
Course Map Cards	Unit/Faculty - R-L	3		
Course Map Cards	Unit/Faculty - M-M	1		
Course Map Cards	Unit/Faculty - R-R	4		